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THE GAMES OF
LAWN HOCKEY
TETHER BALL
SQUASH BALL
GOLF=CROQUET

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LAWN HOCKEY.

THOMAS J. BROWNE.



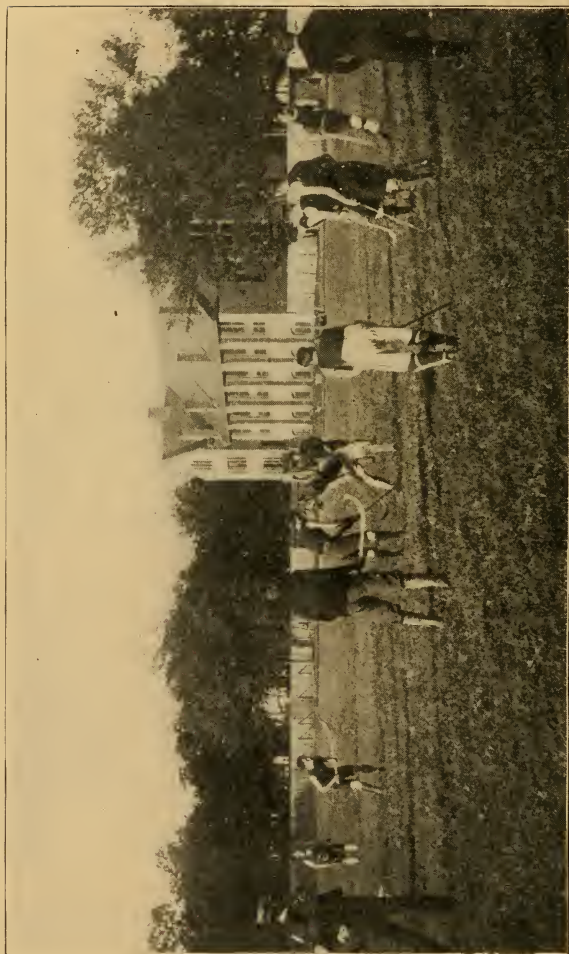
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THE writer's experience with anything resembling hockey was when, as a boy of twelve, he played the game of "shinny" or "shinty," as it is called in some places. In this a wooden block, a stone, a ball, or anything about two inches in diameter, sufficed for a "shinny," while a broom or umbrella handle or branch of a tree of suitable shape took the place of the present expensive hockey stick, with its mathematically correct curves and dimensions and finished surface. Two large stones about three yards apart at each end of the field or vacant lot, as it usually chanced to be, served as goal marks, between which the "shinny" had to be forced.

The number of players on each side was not limited. Every one with the "gang" or crowd at the time was expected to play; the more the merrier. The game was started by each "side" lining up at its end of the field and then sending its fleetest runner to the centre, where the "shinny" was placed, the side with the fastest runner getting first strike. The "off-side" rule was observed, "shinny on your own side" being the warning cry, which, if not obeyed, brought a blow across the offender's shins.

Whether "shinny" represents a stage from which the present game of hockey evolved, or whether it is a degenerate form of the latter, the writer is not certain. At any rate the early state of hockey in England resembled "shinny," and this is now looked upon as the barbarous era out of which the game has grown, under the fostering care of the Hockey Association of England. An important step in the development of the game was taken on the adoption of the "striking circle," from the inside of which the ball must receive its final touch in being sent through the goal. This feature encouraged "dribbling" and passing between the players and lessened the advantage of heavy and reckless striking, as a ball driven through the goal by a blow outside the striking circle does not score.

Novices at "bullying" who are at all nervous have a difficult time controlling themselves sufficiently to calmly tap the ground and their opponents' sticks thrice in succession before making a strike at the



A BULLY AT BEGINNING OF GAME

ball lying so temptingly near. It is so easy to succumb to the temptation to avoid the last tap, and, instead, strike at the ball—fine training in self-control. The forwards are the rush line; the object of the backs is to feed to them; they do the aggressive work, while the men in the rear are expected to act on the defensive. The position of goal keeper, although an important one, is the least desirable of all. Forbidden to leave his post, he must stand there, cold as it may be, and occasionally, as the ball comes near, be on the alert to interpose himself between the ball and the goal. And the stronger his team the less work for him, as the ball will then be kept down toward the opponents' goal. He has great responsibility, yet with no opportunity to distinguish himself in the aggressive work of the team. Woe befall him if he lets the ball pass; but if he is successful—well, he has simply done his duty. It would seem but fair that all the players on the team should take their turn at this undesirable post. Bodily contact of player with player being only accidental, weight does not count for so much as it does in foot ball. Speed and endurance are prime requisites in a first class hockey player. Be the man ever so light he can soon, with steady practice, come into possession of these elements. The game is similar to foot ball in that it gives a man all-round exercise in the open air. The vigorous running gives splendid development of heart and lung power, even surpassing foot ball in this respect. The player gets the wrist of a fencer and the accuracy of a golfer, for he must be able to twist the ball quickly from his opponent and to pick it up and dribble it along at his greatest speed down the field before he may hope to "pass" successfully to his companions and earn the reputation of a good team player. The game calls for physical courage, though, perhaps, not to the same extent as foot ball; still it requires pluck to dash in where sticks are apparently flying rather wildly, at imminent danger to heads as well as shins and ankles. The element of danger, as might be supposed, is greater among novices, for, as the player becomes more experienced, he learns how to keep his stick down, to hit the ball rather than the other fellow's shins, to jump and avoid a reckless blow and to dodge a hard hit ball from near goal. He learns that reckless striking only wastes time, endangers others, besides exposing his team to losses from penalties inflicted by the umpire. The percentage of accidents



Class of 1902, Y. M. C. A. Training School, Springfield, Mass.
CHAMPIONS 1899

from hockey is much smaller than in foot ball, and the injuries are never of a serious character, being merely barked shins or knuckles, and occasionally a bruised head from a backward spring or an "off-side" play. The proportion of sore shins and knuckles can be greatly lessened by proper covering with shin guards and gloves. It seems to be a game well adapted to Association use, and, judging from its success at the Springfield Training School, it should prove a popular fall game, especially in those places where foot ball has been discouraged because of its danger to untrained men, its expensiveness or because of other causes. To put it in basket ball style—hockey "can be played on any ground free from obstruction." Of course, the nearer level the ground the better the control of the ball. An ordinary vacant lot cleared of rubbish will furnish opportunity for many enjoyable games. There need be no limit to the number of players, other than the size of the field, unless a team is formed to play outside teams.

The outfit is comparatively inexpensive. A stick and ball are all that is absolutely needed. Two stones at each end of the field may do duty as goal posts, if nothing better can be found. Shin guards and gloves add to one's comfort, although many players find little use for gloves.

The principles of the game are easily mastered. The four points to remember are: Hit the ball toward your opponents' goal; don't raise your stick higher than your head; strike from right to left and you'll always be "on side."

The last strike for goal must be made from inside the striking circle. Hockey resembles basket ball in that the elements in both are easily learned, and both possess great opportunities for the development of skill. The two games possess so many features in common, that what can be said of one may well be applied to the other.

The Springfield Training School has played the game for the past four years, giving part of the fall to hockey and part to foot ball. The enthusiasm over the class hockey championship has been as great, if not greater than formerly, when the classes played for the foot ball championship. To the average spectator, unacquainted with the fine points of play in both games, hockey is more interesting than foot ball. The open play with the men continually in motion,

players running to and fro in their brightly colored uniforms, the frequent sprint of two opponents after a hard hit ball with the slower men trailing out behind; the wriggling and squirming of the men in a scrimmage near the goal, then the sudden melting away of the mass as the ball is sent out and down the field by a fortunate blow, the sticks flying high as the men go yelling after the spinning ball, the cry of "sticks," "you're off side," "a goal, a goal," or perhaps one betokening a hard hit shin, all combine to make a scene, beside which foot ball, from the spectacular point of view, appears prosaic.





THE GAME OF LAWN HOCKEY



AND ITS ADAPTABILITY TO ATHLETIC CLUBS
AND THE YOUNG MEN'S CHRISTIAN ASSOCIATION.

BY M. I. FOSS

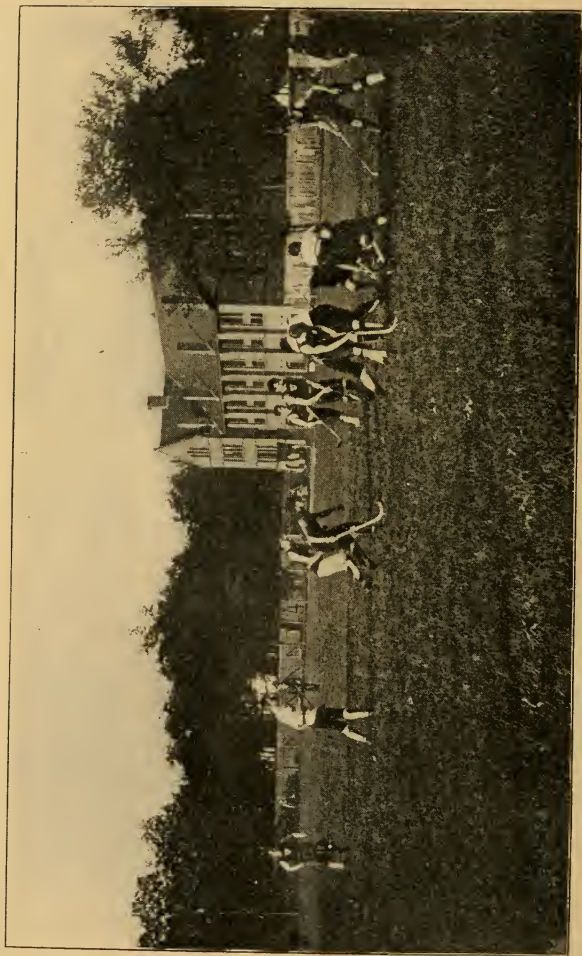
Captain Hockey Team, Class '99, Springfield Training School,
Champions for Three Years.

THE game of hockey finds its origin in ancient history, when the Romans played with a stuffed leather ball, and, because of the bent stick used to strike the ball, it has sometimes been called Bandy Ball. The English people have played in this game more than any other nation, and at one time it became such an enthusiastic sport and was played to such an extent, that it became a public nuisance and a law was enacted forbidding the game, but the law was soon repealed. A few years ago it was introduced into America.

The game was introduced in the Springfield Training School by Dr. McCurdy in the fall of 1896, and after a season of play the English rules were adopted, and so far as we can learn, this school is the only place in this country where the English game is played.

The field on which the game is played is a little smaller than a foot ball field, it being one hundred yards long and not more than sixty nor less than fifty yards wide. The longer sides are known as "side lines," and the shorter sides "goal lines." In the centre of each goal line two upright posts shall be placed twelve feet apart, with a cross bar seven feet from the ground, which shall constitute the goals. The ball is an ordinary cricket ball, The stick is curved at one end and must be small enough to pass through a ring two inches in diameter. There should be eleven men on each side, but it may be played by six or seven. The men take their names from the position they play, viz.: three forwards, five rushes, two backs or guards and one goal tend. When there are less than eleven men take out first a forward, then two rushes, and a guard, and so on.

The following diagram will explain the best position of the men at the beginning of the game :

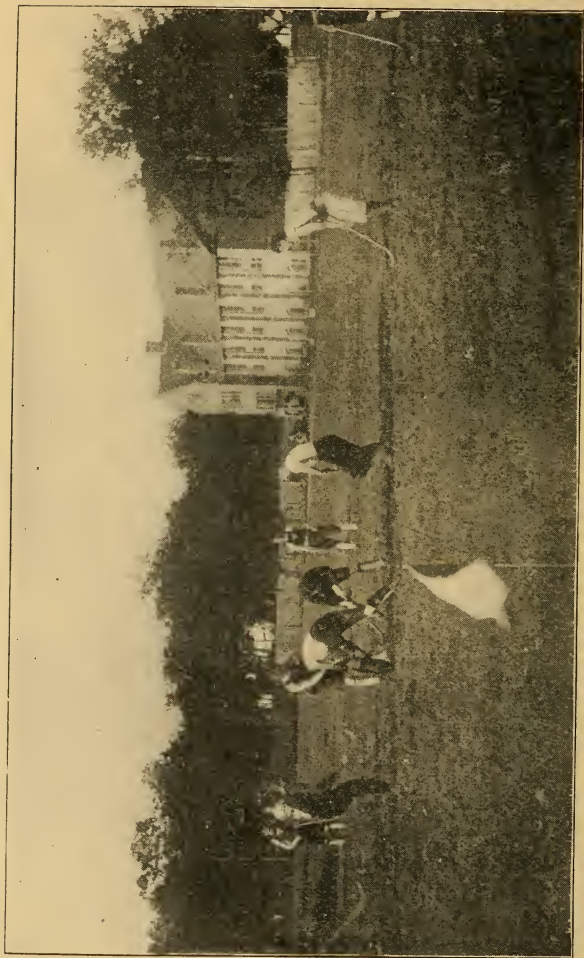


A SCRUMMAGE

- Nos. 1, 2 and 3.....Advance Forwards.
 No. 4.....Forwards.
 Nos. 5, 6 and 7.....Forwards.
 Nos. 8 and 9.....Advance Guards.
 No. 10.....Guard.
 No. 11.....Goal Tend.

At the beginning of the game and after each goal, the ball is put in play at the centre of the field, by what is known as the "bully," to be played as follows: one of each side shall stand facing the side line and shall strike the ground on his own side of the ball, and the stick of his opponent over the ball alternately three times; after which either player may strike the ball, and the moment the ball is touched it is in play. During this bully the players on either side shall be "on side," *i. e.*, between the ball and his own goal line.

When the ball is put in play the "forwards" rush down the field on their opponent's territory, and the "rushes," by a system of diagonal passing, advance the ball past the rush line of their opponents, and endeavor to get the ball into the hands of the "forwards," who should be inside or near the "striking circle." The "striking circle" is made by drawing a line twelve feet long in front of each goal, parallel to the goal line, and fifteen yards from it. The ends of the line to be curved round to the goal lines, using each post as the centre of the arc. This circle is the only place from which a goal may be scored. The forwards now having possession of the ball, all the rushes assist to pass the ball through the goal, if possible, which, if accomplished, counts for them one point. The advance guards Nos. 8 and 9 in diagram, should fall back a few paces behind the line of scrimmage to return the ball, if the opponents get it past the other rushes. The guard lies well back, and, as his name indicates, his principal duty is to check any assault made on his goal. He should never advance past the centre of the field, and always hold the same relative position. He must be a sure hit, and never allow the ball to pass him. He should also be able to make accurate long hits. It must be remembered that no definite place can be assigned each player at all times of the game, as the position will vary with the strength of the opposing team, or the individual members, the speed of the men, etc.; but each man on the team is to hold, as far as pos-



A SCRAP FOR THE BALL

sible, his own relative position, which will enable the other members of his team to pass the ball to him without taking time, which is valuable, to locate him. This will simplify matters, and team work be made stronger and play more effective. The goal tend stands firm, never neglecting the space allotted to him between the goal posts, and when the ball is forced to him, he kicks the ball (he being the only person on the team allowed to kick the ball), or strikes it, placing it to one side so as to prevent the ball from passing the goal. In no case when the ball is in the striking circle should it be allowed to remain in front of the goal; the defenders must use their skill and agility and put it off to one side.

No player is allowed to raise his stick above his shoulders at any time when striking at the ball, and the stroke must always be from right to left. The ball may be stopped by any part of the person, but advanced by the stick *only* (except in case of goal tend). Hooking sticks is allowable when within striking distance of the ball. Great skill may be developed in hooking sticks, *e. g.*, when an opponent has the advantage and is about to have a strong hit, one is often able to hook his stick and allow another of his own side to take the ball. Play with the back of the stick is not allowable. If during any part of the game, the ball passes the side line, it must be rolled, not thrown back, from the spot where it crossed the line, by one of the opposite side to that of the player who last touched the ball. It may be rolled any way except forward.

A "free hit" shall be given to opposite side when any player shall transgress any of the following rules:

1. Raise stick above shoulders during stroke.
2. Kicking ball (except goal tend).
3. Off-side play, *i. e.*, when a player hits the ball and another player of the same side is nearer his opponent's goal line than three of his opponents.
4. Playing with back of stick.
5. Striking ball other than from right to left.
6. Pushing, tripping, collaring, kicking, charging, or any unnecessary rough play.
7. Fouling, *i. e.*, crossing a man from left to right when he is about to strike the ball.

On a free hit no player of offending side shall be within five yards of spot where hit is made, and the striker must not touch the ball again until it has been touched by another player.

When the defending side transgress any of the above rules (except Nos. 1 and 5), *inside* of the striking circle, a "penalty bully" shall be given, at which time all players, except the offender and one from the other side, shall be outside of striking circle, and the two shall bully as at the centre, only no other player may interfere until a goal has been scored or the ball passes outside of striking circle; in the event of the latter, the ball is again in play for all the players.

Breaking rules Nos. 1 and 5 by defendants inside of striking circle, a "bully" only may be given.

When the ball passes the goal line outside of goal, by the stroke or kick of defendants, a "free hit" shall be given from the corner where the side and goal lines meet; and, during this hit, all of the defending side shall be back of goal line, and attacking side outside of striking circle. If the attacking side puts the ball over goal line outside of goal, it shall be a "bully" at the twenty-five yard line, to be played same as bully at the centre.

The time of the game shall be two thirty-five minute halves, with ten minutes intermission, subject to change if both sides are agreed.



Why an Association and Club Game.

The writer of this article wishes every director to consider the following reasons why, in his opinion, the game should be given a place on the athletic schedule of every Young Men's Christian Association and athletic club.

1. Any person who can run and has free use of his arms can play the game; and, as the Association seeks to develop the unskilful, neglected man, rather than the one already well proportioned and trained, this game is peculiarly suited to such men, while it necessarily follows that the more skilful the player, the more interesting the game.

2. It is an inexpensive game, as all the apparatus needed is a ball and a curved stick for each man. The stick may be cut from a tree and trimmed down to the regulation size, or it may be purchased from any sporting house. Almost any field will do, simply mark out

roughly a rectangle and drive stakes for goals. It is a splendid game to play when on an "outing."

3. It is a true physical educator in the following respects :

(a) It develops endurance, as there is plenty of running ; and this will also develop the capacity of the heart and lungs. It is a good game to precede foot ball.

(b) Agility is improved. When one is surrounded by several opponents it takes little time to learn that the quickest striker has the advantage.

(c) Self-control is also brought into action. The rules place certain restrictions so as to allow no ungentlemanly or dangerous play, and in this, as in all competitive sports, the temptation of unfairness often meets the player, which if avoided, will not only assist his physical make-up, but the whole man.

(d) Accuracy is developed to a remarkable degree. To be able to strike the ball as you meet it from all sides, with a stick not more than two inches in diameter, is one essential to a good player ; for to take time to stop the ball with some part of the body before the stroke is made, often means to lose the ball to an opponent, which accuracy might have avoided.

(e) Speed is certain to be increased by the very nature of the game.

4. While it is always possible for accidents to occur, the danger in hockey is reduced to a minimum.

5. Skill is not essential to any player. This gives at once to hockey the advantage over other games, as for example, in lacrosse one must be able to catch the ball in the lacrosse net before he can begin to play ; in base ball the pitcher and catcher must have a certain amount of skill to make the game interesting, so also with minton, tennis, and the other outdoor sports.



Rules for American Lawn Hockey.

J. H. MCCURDY, M.D.

I. The grounds shall be 110 yards long, and not more than 60 nor less than 50 yards wide. They shall be inclosed by heavy white lines marked with lime upon the ground. The longer sides shall be called the side lines, the shorter the goal lines.

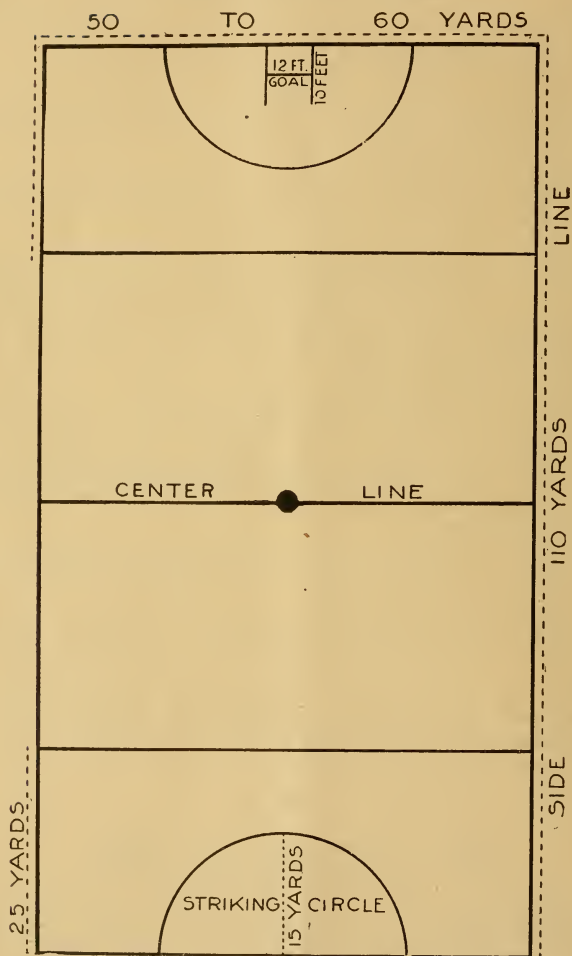


DIAGRAM OF FIELD OF PLAY, AMERICAN LAWN HOCKEY.

2. *Striking Circle.* From the centre of each goal line, within a radius of 15 yards, shall be drawn an arc of a circle. The space inclosed between this arc and the goal line shall be called the Striking Circle.

3. The field of play shall be divided into two equal parts by a lime line parallel to the goal lines. Lime lines shall be drawn 25 yards from the goal lines and parallel to them.

4. *The goals.* The centre of the goal shall be in the centre of the goal line. The goal shall consist of two upright posts 12 feet apart, with a cross bar 10 feet from the ground.

5. The ball shall be an ordinary cricket ball.

6. *Sticks.* The sticks must be able to pass through a ring two inches in diameter. They shall not be more than one inch thick. They shall be of wood without metal fittings or sharp edges.

7. *Clothing.* The players shall not wear metal spikes in their shoes, or any other hard substance which in the judgment of the referee would injure any other player.

The game shall be played by two teams of eleven men each. The players shall be called *advance forwards*, *forwards*, *advance guards*, *guards*, and a *goal tend*. The captains may change this number by mutual agreement.

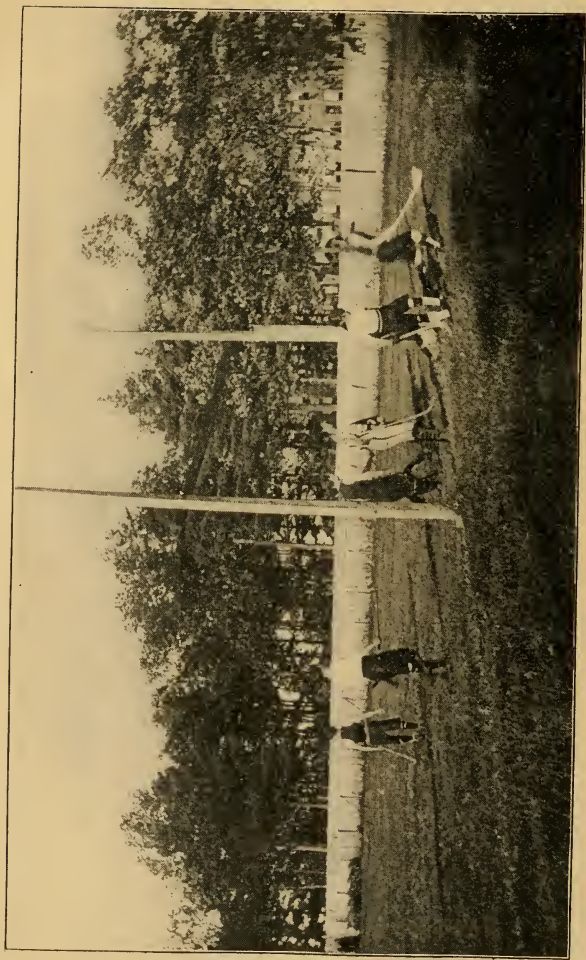
8. The officials shall be a referee and two umpires. The duties of the referee :

(a) He shall put the ball in play at the beginning of the game, and whenever time has been called. He shall see that the grounds, ball, sticks, and clothing, are according to regulation. He shall have the power, after warning, to suspend a player because of rough play.

(b) He shall act as timekeeper, notifying the captains not less than five nor more than ten minutes of the close of each half, giving the number of minutes of remaining play.

(c) He shall decide all points not definitely covered in these rules, but shall have no power to change decisions under the jurisdiction of other officials. The referee shall suspend the game immediately if a player is incapacitated. No delay shall continue for more than two minutes. When play is resumed, the ball shall be bullied from the spot where it was when time was called.

9. The umpires shall each judge independently. Each shall



JUST AFTER A GOAL HAS BEEN SCORED

assume responsibility for one side and one goal line, and for half of the field of play. They shall, however, judge on sticks over the entire field, as divided in rule 3. They shall be judge of the position, progress, and ownership of the ball in their respective halves of the field. The umpires are responsible for the calling of all fouls and the enforcement of all penalties for violation of rules.

10. The choice of goals shall be tossed for at the beginning of the game by the captains. The teams shall change goals at half time. Each half of the game shall occupy 35 minutes. Ten minutes intermission shall be allowed between the halves of the game. The game shall start by a bully (see rule 15, *c* and *d*) from the middle of the field with all players on their own side of the ball.

11. A goal is scored when the ball has passed between the goal posts, beneath the cross bar, and entirely over the goal line, provided the ball has been struck by or glanced from the stick of a player or person of a defender while within the striking circle.

12. The ball may be stopped with hand or any portion of the body, but it must not be held, picked up, carried, kicked, knocked on or back, except with the front of the stick, and then only from the ground or below the knee.

Charging, tripping, kicking, collaring or shinning, shall not be allowed. A player shall not go between the ball and his opponent so as to obstruct him, nor cross him from the left so as to foul him. If the player cross and touch the ball before touching his opponent, no foul shall be called.

The goal keeper, except in a penalty bully (see rule 15, *e*), may kick the ball while within the striking circle. He shall be named by his captain at the commencement of the game. The goal keeper shall not be changed until players and officials have been duly notified.

13. *Off side.* A player is off side if he is ahead of the ball when it is hit by his partner unless there be at least three of his opponents nearer their own goal line than himself. This rule shall not apply in the striking circle provided the man was on side when the ball entered the striking circle. He shall not play the ball, nor approach within five yards, nor in any way interfere with any other player, until the ball has been touched or hit by an opponent.

14. *Sticks.* All strokes in striking must be from right to left.

The stick must not during any portion of the stroke rise above the shoulder. Participation in the game is allowable only when the player has his stick in his hand. With a free hit intentional under-cutting or raising the ball above the hips is not allowable. Fencing or hooking sticks is allowable only when one of the players is within striking distance of the ball. Hooking of an opponent is not allowable. The back of the stick shall not be used for stopping or striking the ball. The back of the stick consists of the outer edge and right-hand surface while held in striking position.

15. The bully and penalty bully are methods of putting the ball in play either at the beginning of the game, after time has been called, or after a foul. The bully is played as follows:

(a) All players must be on their own side of the ball; that is, between their own goal and the ball.

(b) All players except the man from each side acting as bully must be at least five yards from the ball until it has been hit.

(c) Each player shall strike the ground on his own side of the ball and his opponent's stick three times alternately. The ball shall then be in play for these two men. After it has been hit by one of these men, it shall then be in play for all.

(d) The two bullies shall stand facing the side lines, and in a position to strike toward their opponent's goal.

(e) The penalty bully is given only for violation of Rule 12 made by the defending side within their striking circle, this penalty bully to be between the offender and one player selected by the other side. All other players shall be outside striking circle. These two men shall play the ball, without aid or hindrance from other players, until a goal has been scored, or the ball has been batted outside the striking circle, when it shall be in play for all. Violation of this section shall give a free hit to the offended side from the spot where the ball was when the foul occurred. All bullies from breach of rules shall take place on the spot where the breach occurs.

16. A free hit is given for all fouls except those made by the defending side within their own striking circle, when a bully shall be given, except for violation of Rule 12, which shall give penalty bully. When a free hit is made, all members of the offending side shall be at least five yards away.

17. Playing in from out of bounds. When the ball passes out over the side lines, it shall be *rolled* in at right angles to side line or toward goal of player rolling in. It shall be rolled in from the point where it crossed the side line by one of the opposite side to that of the player who last touched it. All players shall stand not less than five yards from the player rolling in the ball. The player rolling in the ball must be out of bounds, and shall not again touch the ball until it has been touched or hit by some other player.

When the ball is hit over the goal line, without scoring a goal, by the *attacking side*, it must be brought into the field of play 25 yards in a direction at right angles to the goal line from where it crossed such line, and there "bullied."

If the ball glance off or is hit behind the goal line by one of the *defending side*, the attacking side shall have a free hit from within one yard of the nearest corner flag. At the time of such free hit, all defenders must be behind their own goal line, and all the attacking side outside the striking circle. The attacking side cannot score a goal from such free hit until it has been touched or hit by the defenders, or has been stopped dead on the ground by the attacking side.



SQUASH BALL.



SQUASH BALL is one of the more recent developments of the general Lawn Tennis family. It appears that Fives originated by playing a tennis ball with the hand against a wall on lines laid out for a tennis court. This game is still used extensively. Later on a wooden bat was used, and the game was called Bat Fives. Subsequent evolution was in the development of a racket like a tennis racket, excepting that it was lighter, weighing between nine and ten ounces. Eventually side-walls, back-wall and a ceiling were added, making an inclosed court. In this form it was called Rackets. Squash Ball is played in a Racket court and is really a variation of that game. It is growing rapidly in popularity, as courts are being built in our leading athletic clubs and colleges.

There are a number of different ways of playing and scoring squash. The style adopted in this book is one of the most practical and commonly used.

DEFINITIONS.

Ace—A point won and scored.

Court—The whole building in which the game is played. One may speak of the right court or of the left court.

Service Line—A line painted on the front wall 8 feet from the floor.

Tell Tale—A line painted on the front wall 2 feet 2 inches from the floor.

Dividing Line—The line on the floor dividing the court into two equal spaces.

Cross Court Line—A line across the court 23 feet from the back wall.

Hand In—The player who has the right of serving the ball.

Hand Out—The player who has to receive the service.

In Play—The ball is in play after being served until it has touched the floor twice, or the player, or the board, or has gone out of court.

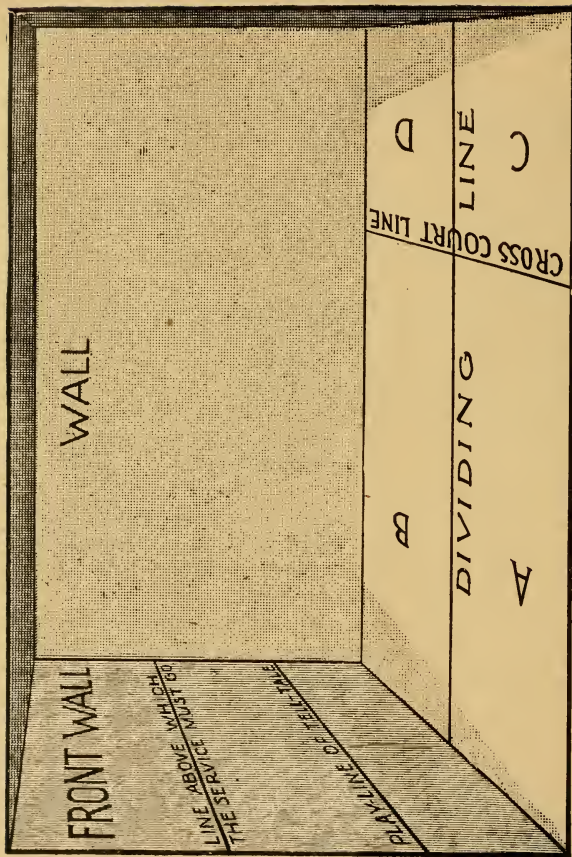
Out of Court—A ball is out of court when it touches the roof, posts, cushions, or is driven into the gallery.

The following Rules of Squash are already in quite general use in this country. They are as published by T. H. Prosser & Sons, London.



The Rules of Squash.

1. The game to be 21 up. At 19 all, the out players may set it to 5; and at 20 all, to 3, provided this be done before another ball is struck.
 2. The going in first, whether odds be given or not, to be decided by spin; but one hand only is then to be taken.
 3. The ball to be served alternately right and left, beginning whichever side the server pleases.
 4. In serving, the server must have one foot in the space marked off for that purpose. The out player to whom he serves may stand where he pleases, but his partner, and the server's partner must both stand behind the server till the ball is served.
 5. The ball must be served above, and not touching the line on the front wall, and it must strike the floor before it bounds, within and not touching the lines enclosing the court on the side opposite to that in which the server stands.
 6. A ball served below the line or to the wrong side is a fault, but it may be taken, and then the ace must be played out and counts.
 7. In serving, if the ball strikes anywhere before it reaches the front wall, or if it touch the roof or the gallery, it is a hand out.
 8. In serving, if a ball touch the server or his partner before it has bounded twice it is a hand out, whether it was properly served or not.
 9. Two consecutive faults put a hand out.
 10. It is a fault—
 - (a) If the server is not in his proper place.
 - (b) If the ball is not served over the line.
 - (c) If it does not fall in the proper court.
- The out player may take a fault if he pleases, but if he fails in putting the ball up, it counts against him.
11. An out player may not take a ball served to his partner.
 12. The out players may change their courts once only in each game.



SQUASH COURT.

Height front wall, 16 feet
 Height service line, 6 feet
 Height tell-tale, 2 feet

Height back wall, 4.6 feet
 Height side wall, 12.6 feet
 Total length court, 31.6 feet

Total breadth court, 16.3 feet
 Service line from front wall, 21 feet

13. If a player designedly stop a ball before the second bound, it counts against him.

14. If a ball hit the striker's adversary above or on the knee, it is a let; if below the knee, or if it hits the striker's partner or himself, it counts against the striker.

15. Till a ball has been touched, or has bounded twice, the player or his partner may strike at it as often as they please.

16. Every player should get out of the way as much as possible. If he cannot, the Marker is to decide if it is a let or not.

17. After the service, a ball going out of the court, or hitting the roof or the gallery, in returning from the front wall, or if it hit the roof before reaching the front wall, counts against the striker.

18. The Marker's decision is final; but if he has any doubts he should ask advice, and if he cannot decide positively, the ace is to be played over again.

Different styles of play and players can be suited by some one of the varieties of the game described in the following rules of the game of Squash. They have been abbreviated from the laws given in Mr. Eustace H. Miles' 'The Game of Squash,' to be published by Messrs. Appleton & Co., of New York.



Rules for the Single Game of Squash.

IN A FOUR-WALLED OR THREE-WALLED COURT.

There are several sets of rules of Squash. The following rules are common to all the sets:

1. The game is played with a ball, usually of india rubber, and a racket, usually strung with gut. Hand-fives may be played with a hand-ball, and the naked or gloved hands.

2. The spin of the racket, or of a coin, gives the winner the choice of serving or not serving.

3. The serving player (A) must hit the ball direct onto the front-wall, above the service line. If he fails to do so, *i. e.*, if he hits the ball onto the side-wall first, or below the service-line, one fault is scored. Two faults in succession count as if A had lost the rally.

N. B.—(i) Some rules count one single fault in this way. (ii) Some

rules allow B to return the first serve if he likes. If he tries to do so, then no fault is scored.

4. The second player (B) must return the ball onto the front wall, above the tell-tale, before the ball has bounced twice.

5. The players then continue to return the ball alternately. Whichever player first fails to hit the ball above the tell-tale before the ball has bounced twice, or whichever player hits the ball onto himself before it has bounced twice, loses the rally.

6. A rally shall also be lost by the player who hits the ball out of court, *i. e.*, above the upper boundary line of the front wall or of either side wall or of the back wall.

N. B.—(a) If there is a low back wall, a ball that hits above it after bouncing once is scored as a "let" (see below), according to some rules. If there is no back-wall, then a ball which goes beyond the back-line is "out of court," as in lawn tennis.

(b) A ball hit onto a line counts as "not up," or as "out," *i. e.*, it counts against the striker.

LETS.

7. If one player (A or B) hits onto the other player (B or A) a ball which would otherwise have gone "up," *i. e.*, above the tell-tale and not out of court, then the rally shall be played over again.

8. If one player (say A) obstructs the other player, then this other player (B) may claim a "let," *i. e.*, may claim to play the rally over again, provided that he (B) has not tried to take the ball. If he has tried it, then, except in very extreme cases—B may not claim a "let."

N. B.—Much is left to the honor of the players; they are not expected to obstruct on purpose, or to claim "lets" too freely.

We now come to the varieties in the rules. They depend partly on the serving and partly on the way of counting the winning of a rally.

I. FIRST OR RACKETS' SCORING.

The game is won by whoever first scores 15 aces.

Setting—At 13-all, the loser of the previous point may choose whether he will play the game straight on (e. g., 14-13), or whether he will "set 3" or "set 5." The two latter mean that a new little game will be started to decide the large game, the new little game being for 3 aces or for 5 aces.

After 14-all, the loser of the previous point may choose whether he will play the game straight on, or whether he will "set 3." He is not allowed to "set 5."

The Match is generally for the best 3 out of 5 games, unless arranged otherwise.

Handicaps usually consist of aces, given to the weaker player, who has a start, *e. g.*, of 7 aces, beginning the game at "7-0," or "7-love," instead of "0-0," or "love-all."

Service—A begins serving from whichever side of the court he prefers, *e. g.*, *bd.* (see diagram). Each player may choose his side for his *first service*.

A must have at least one foot behind the cross-court line ; the other foot may be on the line or behind the line.

A serves direct onto the front-wall and above the service-line, and hence into the opposite side of the court (*a* or *c*). His next service, if he serves again before he is "put out," will be from *a c* into *b* or *d*.

(i) In Rackets the service must pitch (first bounce) into *c* or *d*, the back sections.

(ii) In Squash the service may often pitch (first bounce) into *a* or *b*, the front sections.

Players must arrange beforehand as to which method they will adopt, as the difference between (i) and (ii) is considerable.

After A has scored, B tries to return the ball, before it has bounced twice, above the tell-tale, but not onto or above the boundary-lines ; then A tries to return it, and so on, till either A or B loses the rally (see above).

If A, the server, wins the rally, then he scores one ace ("1-0," or "1-love"). If B, the non-server, wins the rally, then he goes in to serve ; and if B, the server, wins the next rally, then he scores one ace ; and so on, till one player reaches 15 aces.

II. SECOND SCORING, OR RACKETS' SCORING REVERSED.

The rules here are exactly the same, up to where A has served, and the first rally is won and lost.

If A wins it, then A, *the server*, does not score an ace—a server can never score an ace—but B now serves.

If A wins again, then A scores an ace ("1-0," or "1-love"). B goes on serving until he wins a rally; then A serves, and B has a chance of scoring an ace.

III. THIRD SCORING, OR THE EQUAL SERVICES GAME.

This scoring was invented by Mr. Eustace H. Miles.

In this way of scoring, every rally which is won counts as an ace to the winner.

A serves two services, one from each side of the court, according to either set of rules (see I (i) or (ii)).

Then B serves two services, similarly; and so on, the players serving alternately until one of them has scored 15 aces.

N. B.—The first server, if Rule I (i) is chosen, *i. e.*, if the service is to pitch (first bounce) into one of the back sections of the court, should only be allowed one service.

IV. FOURTH OR LAWN TENNIS SCORING.

A serves for one game, scoring as in lawn tennis, except that it is better to have "vantage-all" and then a single point to decide the game, than to have "deuce," "vantage," "deuce," "vantage," indefinitely.

B serves for the next game; and so on, until either A or B has scored the set of 6 games.

If "5 games all" is reached, it may be better to play "deuce and vantage games," but to have "vantage-all" if the players score 6 games all, and then to let a single game decide the set.



TETHER BALL.



THE origin of games is a history of the development of one game from another. Thus, we have continuous records extending back to the old Roman period of games played with rackets. Out of the original crude forms have developed the higher, as seen in the highly differentiated forms of Pelota in Spain, and Court and Lawn Tennis in England. A new game recently developed out of Lawn Tennis is Tether Ball. One of the difficulties in connection with practicing the strokes in Lawn Tennis is the obvious one of the recovering the balls that have been driven. Accordingly, it occurred to some bright individual that the ball might be tethered from an upright post. The ball upon being struck almost inevitably tended to wind the string that held it around the pole. It was but a step beyond this to the production of a game—two individuals standing on opposite sides of a pole, each endeavoring to wind the ball around the pole in different directions. Thus, we have the popular game of Tether Ball. The step formulating the rules defining heights, distances, and the like, is the remaining one necessary. It is made in the following article.

The great advantage of the game is the limited space demanded by the sport—a piece of ground twenty feet square is sufficient. There are no balls to chase, no expensive net or back-stop to be erected, no exasperating waits looking for the ball, no close decisions for the umpire as to whether the ball was in or out; the game is rapid, interesting, inexpensive, limited in area demanded, can be played by women as well as by men. These elements account for its popularity, and warrant a belief that it will become still more popular.



Rules of Tether Tennis.

THE POLE.

1. The pole shall be an upright wooden pole, standing 10 feet out of the ground. It must be in a vertical position and firmly em-



TETHER BALL

bedded in the earth so as not to vibrate. The pole shall be $7\frac{1}{2}$ inches in circumference at the ground ; it may taper towards its upper end. There shall be a black band 2 inches broad painted around the pole 6 feet above the ground.

THE COURT.

2. The court may be any smooth piece of ground, either grassed or not. It must be free from all obstructions. A circle shall be drawn about the pole on the ground having a 3-foot radius. A straight line 20 feet long shall bisect the circle, dividing the court into two sections, as per diagram. Six feet from the pole at right angles to and on each side of the line of division, there shall be two plainly marked crosses. They are to be known as the service crosses.

THE BALL.

3. The ball shall be a championship tennis ball, having a strong linen tight-fitting cover. It shall be fastened to a string with a ring made of linen cord. No metal shall be used on the ball. The ball shall be suspended from the top of the pole by a piece of heavy braided fish-line. The cord must allow the ball to hang $7\frac{1}{2}$ feet ; thus, when hanging at rest, it will be $2\frac{1}{2}$ feet from the ground.

THE GAME.

4. (1) The game shall be played by two opponents who shall toss rackets for court. The loser shall have service.

(2) The game shall be started by the service. This shall be done from the centre of each person's court at the point marked with a cross.

(3) The ball may be struck in any manner with the racket in the direction before agreed upon, the endeavor being to wind the string upon the pole above the black line. The ball may be hit but once. It must then go into the opponent's court. A violation of this is a foul.

(4) The winner of the toss shall determine in which direction he will endeavor to wind the ball. His opponent must then endeavor to prevent his winding the ball in that direction, and must endeavor to wind it in the opposite direction.

(5) Each player must keep wholly within his own court. This includes his arm and his racket. He must not step on or over the circle about the pole. A violation of this rule constitutes a foul.

(6) If the string winds around the handle of the racket of one of the players, this is a foul. In case the string winds about the pole below the black mark, this counts a foul on the person in whose favor the string is wound.

(7) Penalty for all fouls is a free hit by the opponent from the service cross.

(8) If in taking the ball for service, it must be either wound or unwound on the pole a half turn in order to reach the other side, it shall be unwound.

(9) The game is won when the string has been completely wound up on the pole above the black line.

(10) The person winning the majority out of eleven games wins the set.



GOLF-CROQUET



Golf-Croquet is designed to utilize the favorite strokes of drives in golf, but on a moderate sized lawn. The controlling features of the game are: First—A good estimation of distance and force required to cover that distance. Second—Accuracy in driving a ball over the grass or lifting it through the air to clear obstacles.

The course on any lawn or field depends on the shape of the place, and is marked, first, by wickets or arches, similar to those used in croquet, and second, by numbered flags. No account need be taken of the actual distances between these wickets, it being better to have them unsymmetrical or varying. A spot or tree must be chosen near the centre of the lawn and, in placing the wickets they must face this centre, as all shots made through wickets are *towards* the centre.

The wickets should also be placed so that the next one in sequence is in plain view of the last one passed; that is, No. 3 must be seen from No. 2, and No. 4 from No. 3, etc.

The game consists of as many wickets as you are able to emplace; usually eight, but, as in golf, you may have less, and go over the course twice to a game.

It may either be played to count only the total number of strokes necessary to get through all the wickets, in which case, the player having made the least number of strokes and passed through all the wickets, is the winner; or it may be played by wickets, in which event the wicket is given to the player who makes it in the least number of strokes and, where equal, no score for that wicket is taken by either player. The first method of play is called "*All Strokes*;" the second "*All Wickets*."

The balls used are of wood, $2\frac{3}{4}$ inches in diameter, light and tough, the object being to get force and speed without much momentum and to be sure that they will float. These balls do not last long, but are cheap and easily replaced, besides which, the mallet or club lasts much better.

The mallets designed for the game are different from the croquet mallets, having longer handles and a bevel so arranged on one end of

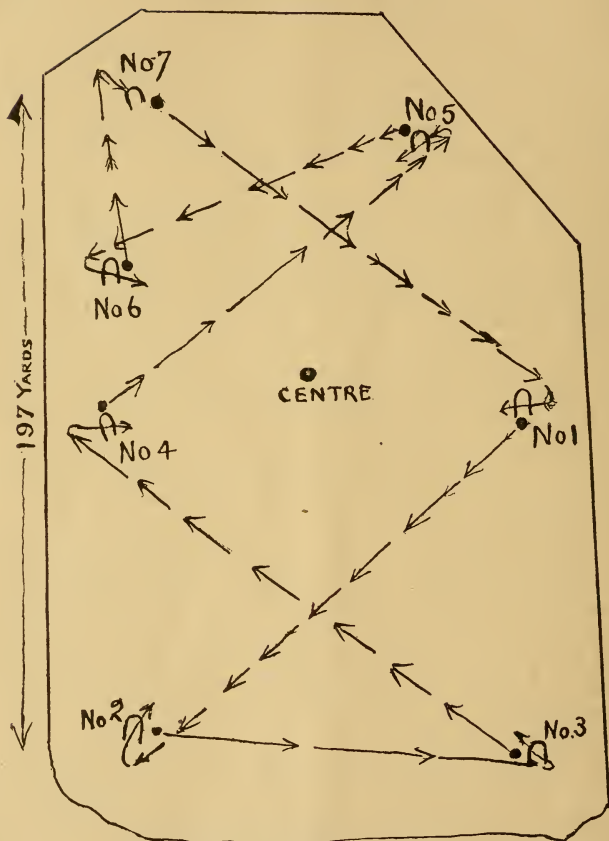


DIAGRAM OF FIELD OF PLAY, GOLF-CROQUET

the mallet that it will lift the ball clear of the turf, and drive it in the direction of the prolongation of the axis of the mallet head.

The advantages claimed for this game are:

First—Any shaped lawn may be utilized, and without much preparation; a few yards near the wicket levelled off is all that is necessary.

Second—Only one club is necessary and no assistants or "caddies."

Third—The ball is cheap and not easily lost.

Fourth—The outfit is portable and little science or time is necessary to lay out the course.

Fifth—The wickets being removable, there is no disfiguration of the lawn.

Sixth—One gets quite the same exercise as in golf, and the accurate play of croquet is fairly well retained in the passage of the wickets. The same element of luck also comes in.

To play the game:

It may be played by two or four people, and those having started over the course, more may start without confusion. Presuming there are two players, "A" and "B," "A" starts by placing the ball on the place chosen for the start, and carefully estimating the distance, endeavors to send his ball as close as possible to the first wicket; this is stroke 1 for "A." "B" then follows with his stroke 1. Now going to where their balls are, the one farthest from the wicket plays stroke 2, and if he is still the farthest away, he plays stroke 3, but if stroke 2 carries him closer than his opponent, the opponent plays his stroke 2. This is continued until both players get through the wicket, the number of strokes necessary being carefully kept by each. If a player can strike with his ball the other ball, his stroke is free, and not counted. The other ball can be replaced or left, and he can either play from where the ball lies or take it to any spot within the radius of a mallet's head from the ball struck. In no case can he *assume* to have passed through a wicket. In playing with four players, two play as partners, like in golf, using one ball, and alternating strokes.

Having passed through the first wicket, the others are made in like manner, counting all strokes made, first for each wicket and second for all wickets. The player having the least number of aggregate strokes, wins the game, if the game be "All Strokes," and the player winning the majority of wickets, wins the game, if the game be "All Wickets."

Rules for Golf-Croquet

1. Settle upon some spot as the CENTRE of the lawn (or ground) to be used.

2. Place the wickets so that they face the centre of the lawn. All strokes through wickets are made *towards* the centre.

3. In placing the wickets it is necessary that the next wicket in sequence be plainly in sight, indicated by a flag if distance be great.

4. The play is carried along alternately until near a wicket, when the ball farthest off (or the one out of position for going through the wicket), continues the play.

5. In counting total strokes, and not wickets, the least total wins the game. This is the ordinary game called "All Strokes."

6. The game, by wickets, is played by competing in number of strokes for each wicket until one or the other passes the wicket, then start afresh for the next wicket. Even strokes at any wicket serves to halve it, as in golf. This is called "All Wicket" game.

7. If a ball strikes another ball, the player is entitled to the stroke free; that is, the stroke is not counted in his score, and he plays again *at once*. It may be played either from where it lies or within the length of a mallet head from the ball struck.

8. When a ball is struck by another, it may be replaced or left where knocked, at the pleasure of the owner, who must decide at once. See second sentence of Rule 7.

9. Count must be kept of the number of strokes necessary to make (or go through) each wicket, unless playing under Rule 6.

10. Should a ball become entrapped in a hole or puddle where it is impossible to handle it with a mallet, it may be lifted out; the player, then, with his back to the centre, throws the ball over his shoulder and counts up two (2) strokes on his score.

11. With a ball out of bounds or in a hedge, it may be thrown by hand toward the centre, counting up two strokes to the player.

12. All strokes count, whether the player hits the ball or misses it.

13. *If, on the drive from any wicket*, a player should split the ball so badly as to render it erratic in flight, he may start over from the wicket last passed with a new ball.

14. Rule 13 refers to the *first stroke from* a wicket, if, however,

the ball be split on a subsequent stroke, he must continue to play that ball (or the larger portion of it), until he passes his next wicket, when he may take a new ball.

15. The first stroke from each wicket is begun from any point within the radius of six (6) feet from that wicket. This rule is *general*, whether playing "All Strokes" or "All Wickets."

16. In playing with four, each pair uses one ball, alternating their shots. If with three players, each takes a ball, and the play is competitive for each wicket.

17. The favorite handicap with three players is, for the best player to beat both the others; that is, either player of the two winning a wicket, wins for both, like "best ball" in golf.

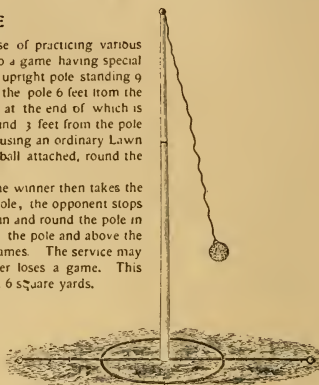
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TETHER TENNIS GAME

THIS game was originally introduced for the purpose of practicing various strokes at Lawn Tennis. It has now developed into a game having special merits of its own. The implements consist of an upright pole standing 9 or 10 feet out of the ground, having a line marked round the pole 6 feet from the ground. Attached to the top of the pole is a piece of cord, at the end of which is fastened a Lawn Tennis ball. A line is drawn on the ground 3 feet from the pole on opposite sides of it. The players stand outside this line using an ordinary Lawn Tennis racket. The game is to wind the cord, with the ball attached, round the pole and above the line.

The game is usually started by tossing for service. The winner then takes the ball in his hand and with the racket drives it round the pole, the opponent stops the progress of the ball and endeavors to drive it back again and round the pole in the opposite direction. The player getting the ball round the pole and above the line wins the game. A set is usually the best of eleven games. The service may either be taken alternately or continuously until the server loses a game. This game may be played in any garden having an area of about 6 square yards.

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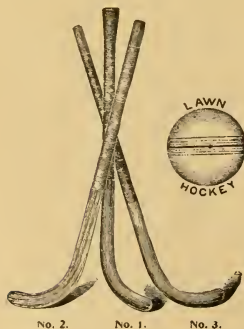
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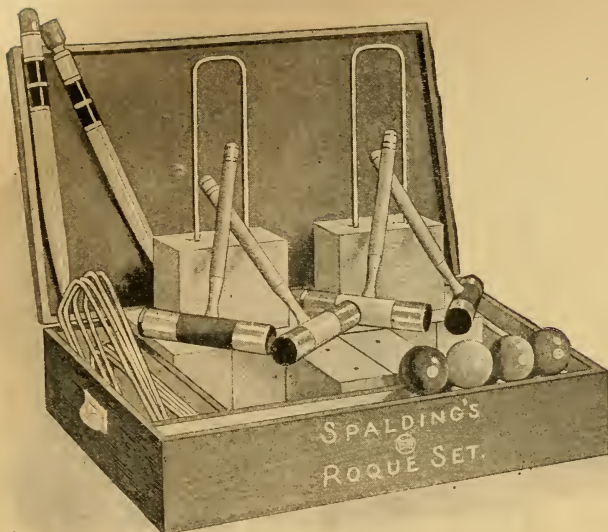
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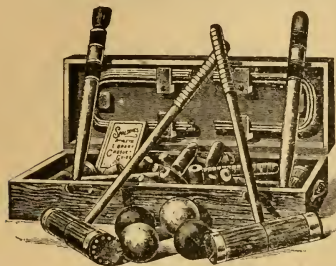
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8 Mallets, 8-inch maple heads, 24-inch ash handles, glued to head, nicely varnished; 8 Balls, maple, painted solid red, blue, black, white, green, purple, yellow and brown, and varnished; 2 Stakes, varnished; 10 Wickets, japanned white; 20 Sockets for Wickets; 1 Copy Rules, 1 Box, hinged cover.

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No. 30 Croquet Set

4 Mallets, 8-inch persimmon heads, 24-inch hickory handles, glued to head, nicely painted red, blue, white and black, and varnished; 4 Maple Balls, nicely painted solid red, blue, white and black, and varnished; 2 Stakes, painted red, blue, white and black, 10 Wickets, steel wire, japanned white, 20 Sockets for Wickets; 1 Copy Rules.

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No. 10 Croquet Set

4 Mallets, 8-inch maple heads, 24-inch ash handles, glued to head, nicely varnished; 4 Balls, maple, painted solid red, blue, white and black, and varnished; 2 Stakes, varnished, 10 Wickets, japanned white; 20 Sockets for Wickets, 1 Copy Rules.

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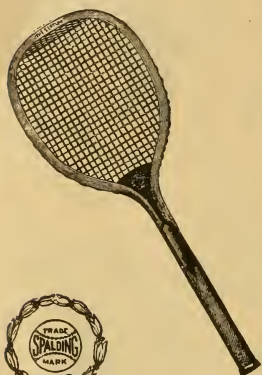
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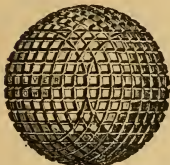
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